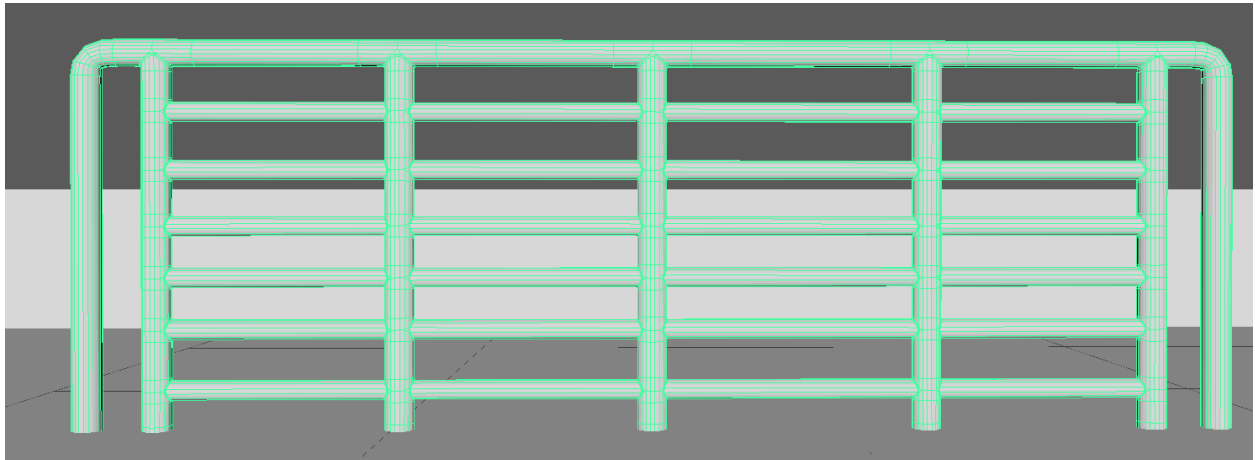
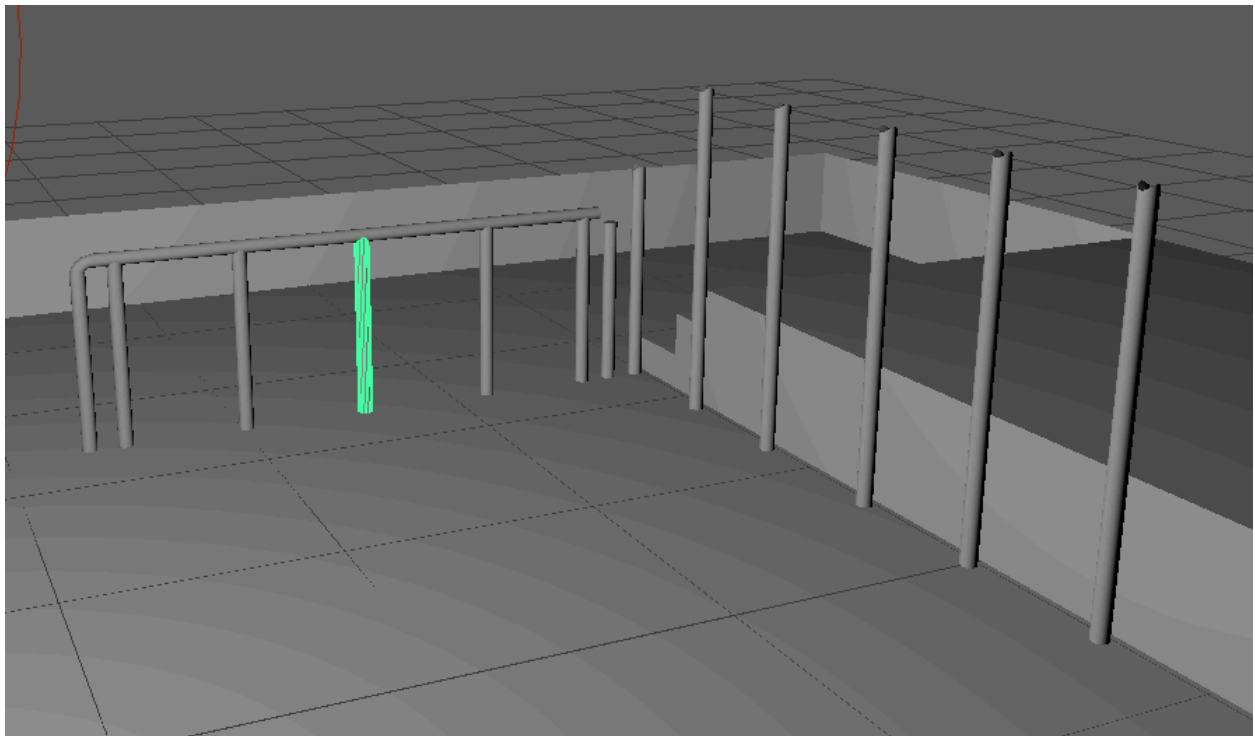
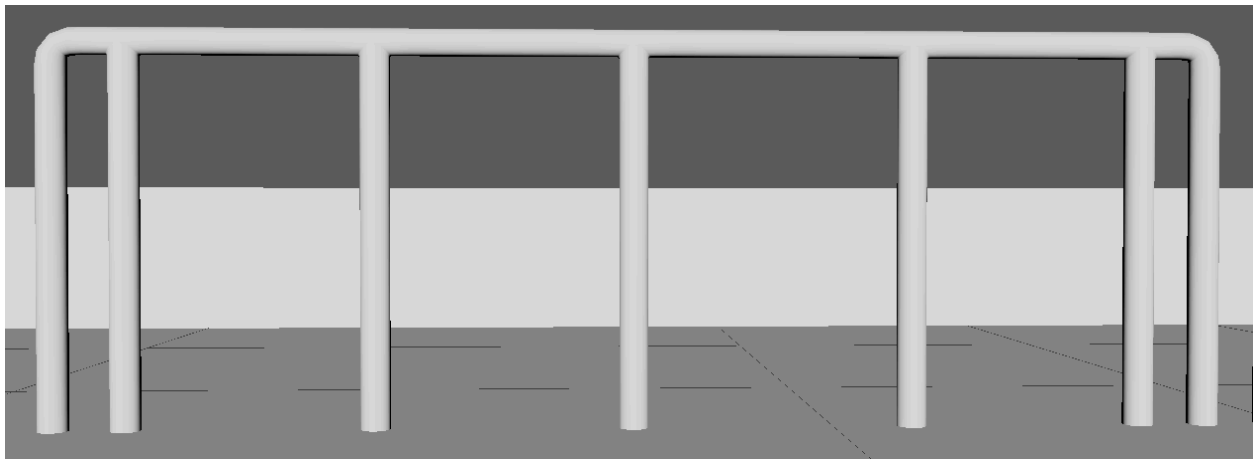
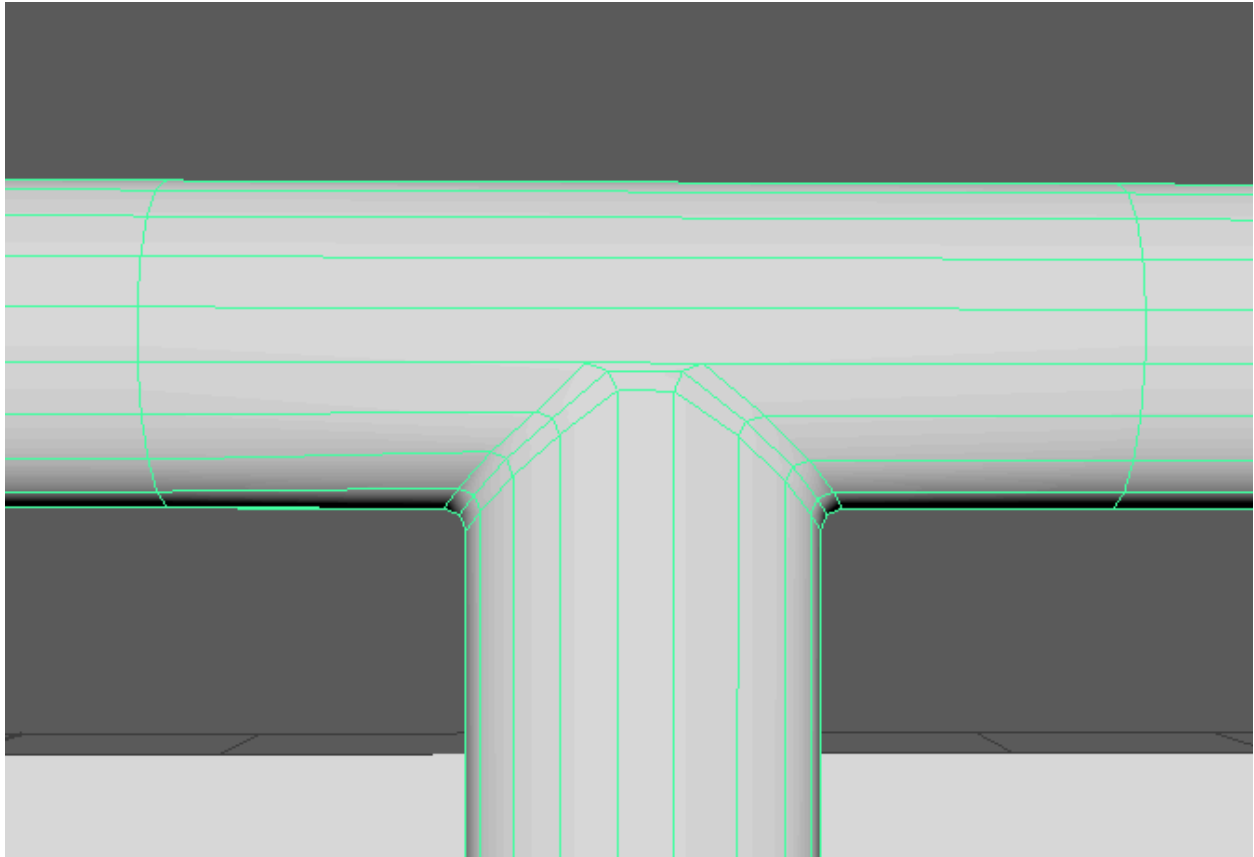


For this lab I made railing to flank the portal space in the middle of the room, and to run up the stair platforms. I ran into a lot of problems with this project, as I did not know I was charging head first into one of the hardest things I've done so far.

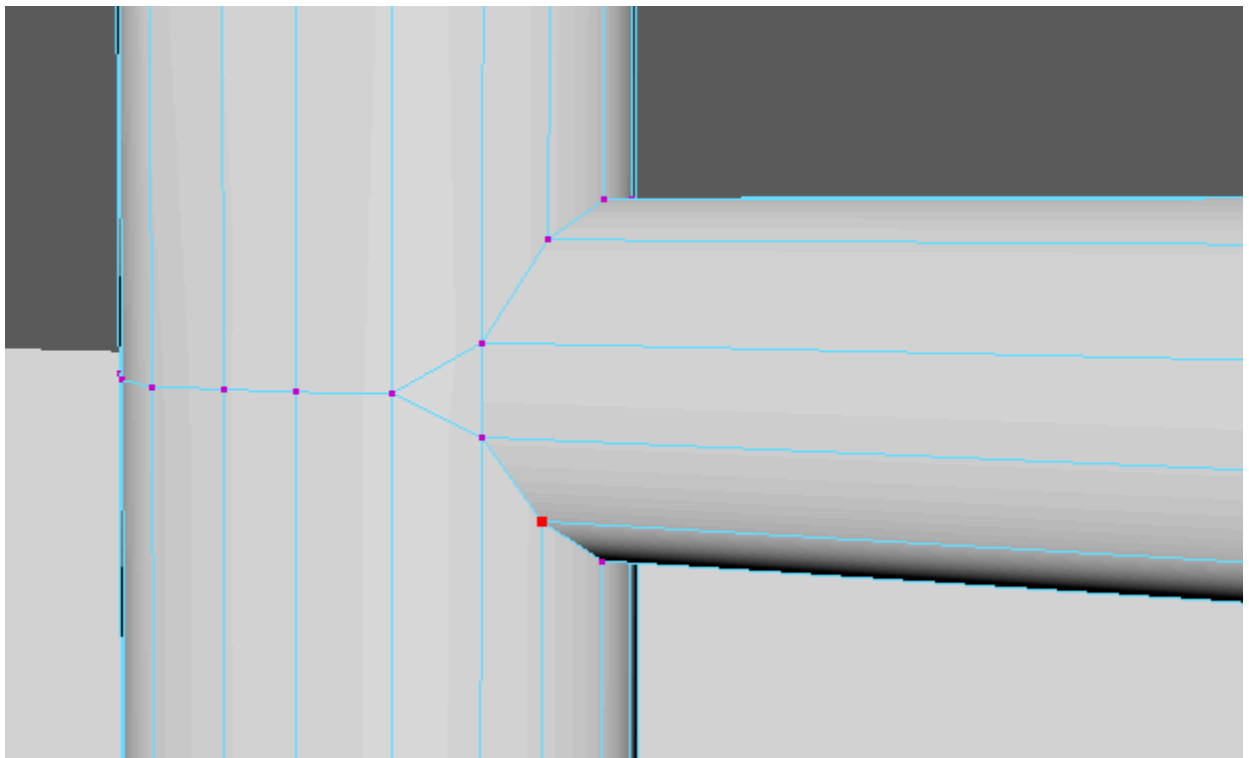
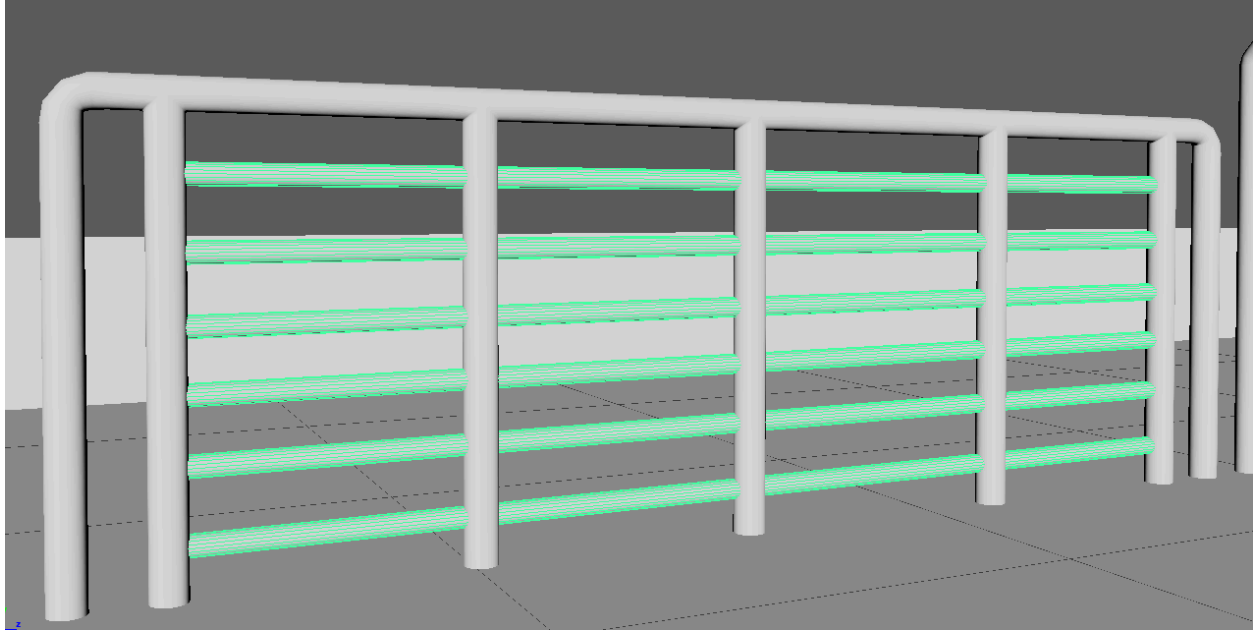


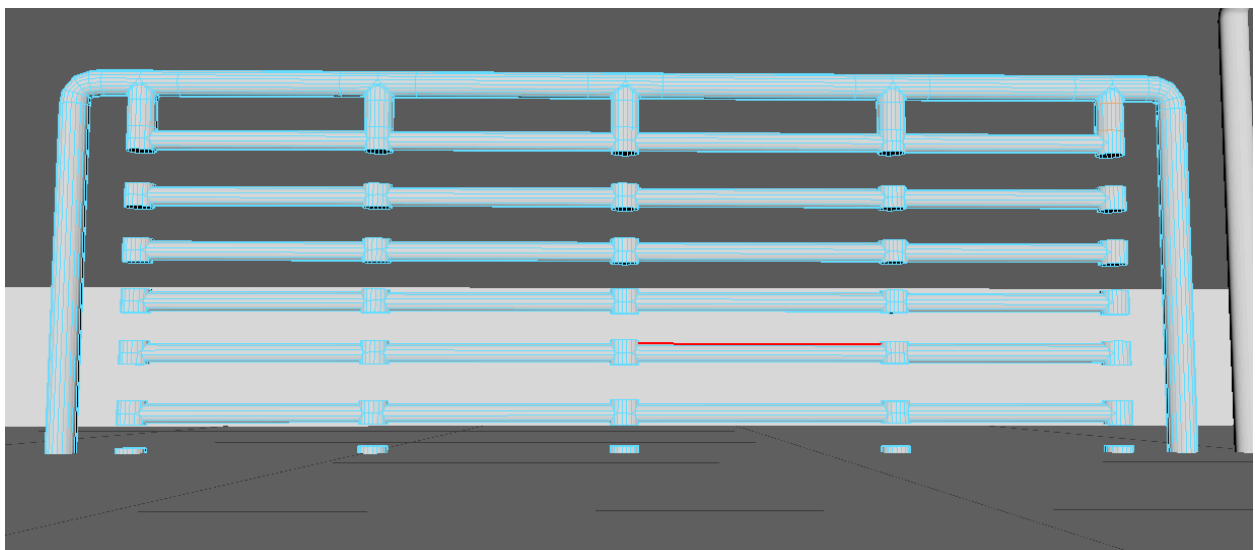
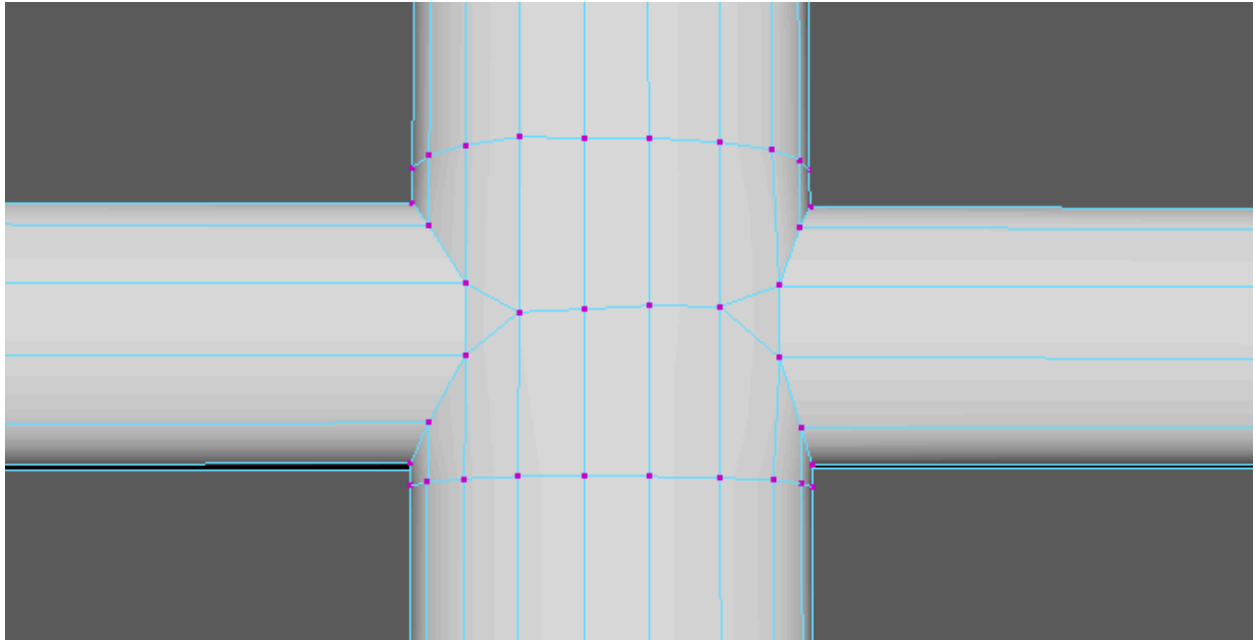
I started first by running poles up under the curved surface of the top of the rail and then “welding” them on. Planning to use an actual welded texture when I get the chance. As I ran out of time for texturing this time around.



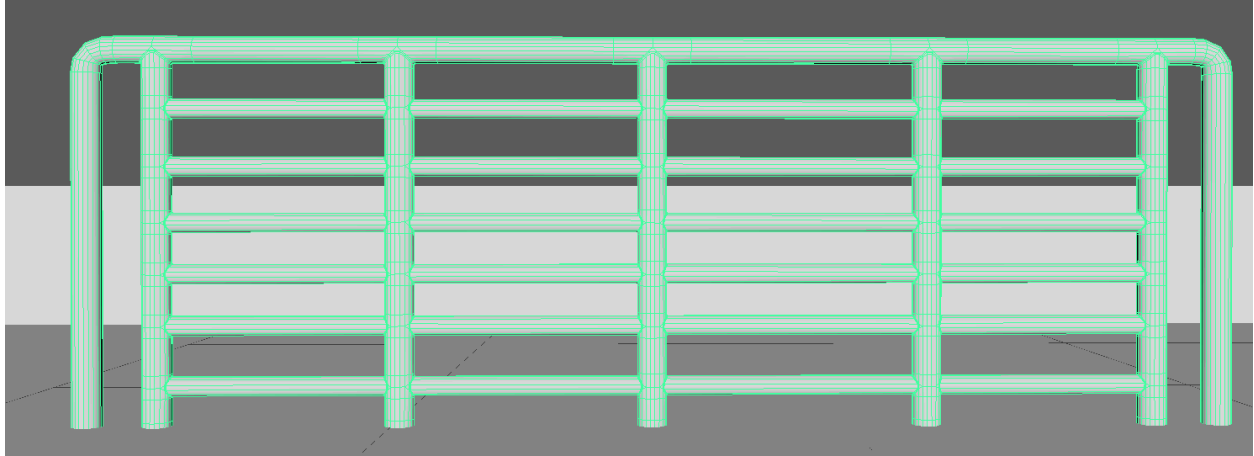


Then when I had this shape I made a layer across tied into the vertical rods, then duplicated downward.





From there I simply bridged the empty holes since they are a perfect match and then smoothed normals.



Then I unwrapped, but ran out of time for substance. But it's probably the cleanest UV I've done so far.



Here's my github link:<https://github.com/Squishitron/DAGV-1200-3D-class>